

# ANTAGONISTS CHARACTER SHEET

Name \_\_\_\_\_ Source of Power \_\_\_\_\_

## ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA

## IDENTITY

Gender \_\_\_\_\_ Age \_\_\_\_\_  
 Ethnicity \_\_\_\_\_ Language \_\_\_\_\_  
 Religion \_\_\_\_\_ Value \_\_\_\_\_  
 Sexual Preference \_\_\_\_\_ Handedness  Right  Left  
 Unused XP \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Total XP \_\_\_\_\_

## CHARACTERISTICS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## LIFEPATH

Occupation \_\_\_\_\_  
 Expertise or Hobby \_\_\_\_\_  
 Childhood \_\_\_\_\_

## QUIRKS

Edges \_\_\_\_\_ Hindrances \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

SKILLS	LEVEL	RATING
Drive <input type="checkbox"/>	PER REF	
Long Arms <input type="checkbox"/>	CON PER	
Sleight of Hands <input type="checkbox"/>	AGI REF	
Small Arms <input type="checkbox"/>	PER REF	
Stealth <input type="checkbox"/>	AGI INT	

ACTION

SKILLS	LEVEL	RATING
Investigate <input type="checkbox"/>	INT PER	
Knowledge <input type="checkbox"/>	INT REF	
Medicine <input type="checkbox"/>	AGI INT	
Survival <input type="checkbox"/>	CON PER	
Technicals <input type="checkbox"/>	INT STR	

MENTAL

SKILLS	LEVEL	RATING
Acrobatics <input type="checkbox"/>	AGI CON	
Athletics <input type="checkbox"/>	CON STR	
Brutal Fighting <input type="checkbox"/>	AGI STR	
Finesse Fighting <input type="checkbox"/>	AGI REF	
Muscular <input type="checkbox"/>	CON STR	

PHYSICAL

SKILLS	LEVEL	RATING
Charm <input type="checkbox"/>	CHA CON	
Deception <input type="checkbox"/>	CHA INT	
Insight <input type="checkbox"/>	CHA PER	
Intimidate <input type="checkbox"/>	CHA STR	
Persuade <input type="checkbox"/>	CHA REF	

SOCIAL

## COMBAT STATISTICS

Initiative  
*Sleight of Hands*

Long Arms

Dodge  
*Acrobatics*

Small Arms

Resistance  
*Muscular*

Brutal Fighting

Armor

Finesse Fighting

### MASTERY

Name	Cost	Level

## CONDITIONS

**Exhausted**

*-1 Quick Action*



**Privation**

*Disadvantages*

**Bleeding**

*Dying condition at the end of the scene*

**Infected**

*Disadvantages, -1 Quick Action*

**Unconscious**

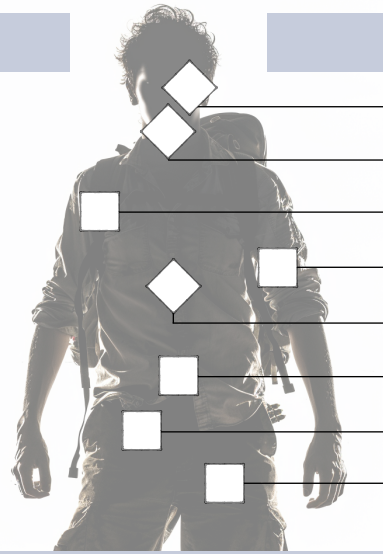
*No action, wake up at the end of the scene*

**Dying**

*No action, die at the end of the scene*

**Health**

*(Muscular / 2) + 3 (min 3)*



## WOUNDS

**Eyes**

*Blind*

**Head**

*Stun, Prone, Mental*

**Right Arm**

*Disarm, Action, Physical*

**Left Arm**

*Disarm, Action, Physical*

**Chest**

*Cause Wounds*

**Abdomen**

*Exhausted*

**Right Leg**

*Prone, Action*

**Left Leg**

*Prone, Action*

## CONTACTS

### RELATIONSHIP AND DESCRIPTORS

### MASTERY

Name	Cost	Level

## EQUIPMENT

### CLOTHING STYLE AND ARMORS

**Carrying Capacity**  
*Muscular +10*

**Slugs**   **Scraps**

### BACKPACK

1

2

3

### STACKABLE (10 ITEMS = 1 WEIGHT)

4

5

6

7

8

9

10

### AMMUNITION

11

12

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13

### LARGE ITEMS (Max 2)


14

15

## WEAPONS

SKILL	LEVEL	RANGE	AMMO	FEATURES